STAR FRONTIERSMAN Magazine

DWD STUDIOS

Article Index

STAR FRONTIERSMAN

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By C. J. Williams
Maintained by: Larry Moore

On the cover: This image appeared on the cover of Endless Quest Book #8 titled Villains of Volturnus. A young girl sent on a field trip by her dad, the owner of a prominent research company, is accompanied by her vrusk instructor Jac. They encounter either native to alien crystal technology that is able to transport them forward or backward in time.

Fortunately the girl activates the crystals before the pirates can capture them.

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FORWARD

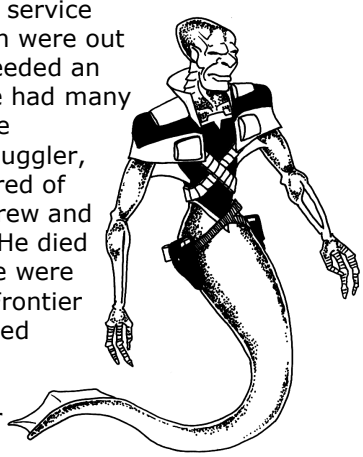
My gaming group sat down at the big conference table in the basement of the local public library and pulled out soda and potato chips. So far we had played board games: Chess, checkers, even more complex games like Shadow Lords (anyone remember that game?), Axis & Allies to name a couple. Yes, I guess we were dorks. We had never played a RPG before.

I pulled out the Star Frontiers box. It already had a dented corner from it being in my backpack. I pulled out the hastily made character sheets and handed them all out. We had one pair of dice that we had to share, and we made our characters.

One of our players at the time wanted to have a spaceship. I told him that this particular game didn't work that way – that characters purchased passage on passenger liners and mining ships to get from point A to point B (Knight Hawks accessory hadn't come out yet). He whined and complained, until I promised to give him one as long as he accepted the hardships that would come along with it. He readily agreed.

So we started our adventure as freight haulers. We were all excriminals who couldn't get jobs because nobody wanted to hire you when you had a record. We were loading crates onto a banged-up piece of junk boxy scout ship.

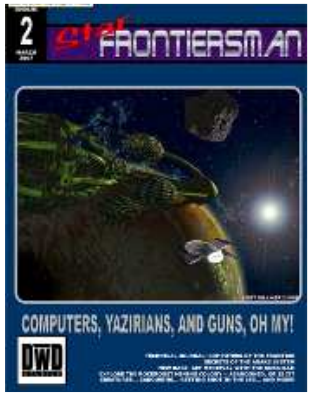
As we did, we were annoyed by the customs inspector arguing with the ship's captain (whose name escapes me – I made it up on the spot so it was probably dumb). During that argument, one of our characters dropped a crate (random Strength checks until someone dropped it). Out poured a bunch of contraband drugs... we all stared astonished as the ship's captain pulled out a blaster and shot the inspector dead!



He forced us into his service because his own men were out carousing, and he needed an impromptu crew. We had many adventures under the command of that smuggler, and eventually we tired of being his reluctant crew and had it out with him. He died at our hands, and we were piloting around the Frontier in a stolen ship wanted for many crimes, always looking over our shoulder for Star Law and the several criminal bosses our excaptain had pissed off.

That's why I keep coming back to Star Frontiers. So many memories of such amazing sci-fi fun. I plan to try to give this old game new legs through these gazetteers, the first of which you hold in your hands (or are reading on your computer!). If you have material you'd like to see presented, please contact me and I'll add it. Of course, I may take license to make modifications or clarifications to what you provide. Hey – it's my project!! Haha...

Enjoy,
Bill Logan



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ON THE COVER:

"A scouting science vessel has discovered a large alien craft in orbit on the dark side of a distant planet. I don't know if I'd want to get too close..."

Kort Kramer, © 1999

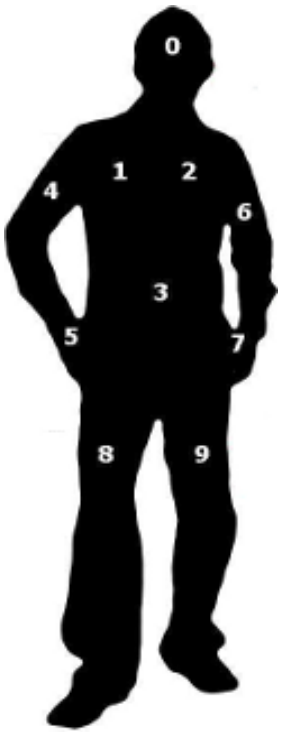
FORWARD

Thorman Raive knelt by the body and searched through the hair, certain he'd find what he was looking for. "It's got to be here somewhere!"

"What are you looking for?" came a voice from behind him. It sounded Dralasite. Thorman stood, straightening his wing membranes without thinking.

"I was supposed to meet him here, Inspector. He was supposed to give me something important to my case." Officer Raive looked around at the scene. It was messy, and he didn't want to be there.

The Inspector looked down, smirked and lowered himself, picking up a small metallic disk attached to a hairpiece. He looked at it carefully... "This is evidence, you know. You aren't supposed to have it, or even touch it."



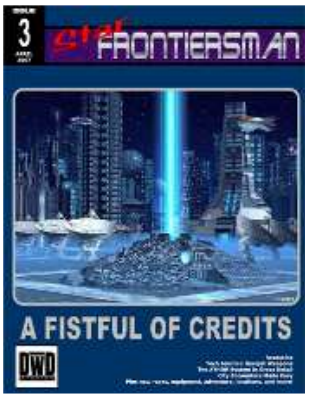
Thorman knew he was right, by the book. He stared at the disk wantingly... four days of following this hacker madman and four days of dead ends. This informant was his last hope, and there was the evidence staring him right in the face. Lives would be lost if he didn't get that disk.

"Face or stomach?" he asked the Inspector. "Face... make it look believable, then go catch this guy before he kills again." The Dralasite closed his eyes and readied himself as Raive smashed his fist into the man, knocking him back three steps then down.

"Thank you." Raive whispered as he bent and picked up the disk. If he stopped that killer, he wouldn't get in too much trouble for this. If not... his career was in trouble.

In this issue, with help from several others from RPG.NET, we have new technology, a new race, some creatures, and a bunch of adventure hooks. Keep the ideas flowing... I almost had enough stuff to do a theme here: Computers and Yazirians. I hope some of you actually get a chance to use some of this material in a game... if you do, let me know about it and I'll put a forum page in the next issue!

Enjoy,
Bill Logan



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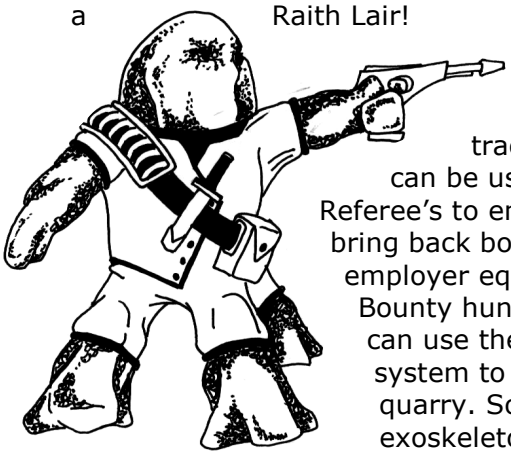
This issue has just about everything a Referee needs to run adventures. From new gyojet payloads, the yazirian Zamira, the Arthor system, d100 City Encounters a crash site and a Raith Lair!



This issue features trace-tags which can be used by Referee's to ensure PC's bring back borrowed employer equipment. Bounty hunter characters can use the trace-tag system to identify their quarry. Some exoskeleton and power armor technology includes integrated medtrace-tags to register the wearer's medical statistics.

Reader's Note: Do not ever utter the phrase, "You wear your position well." or a similar to a Yazirian from the Athor system. This is taken as an insult (it refers to their much hated history on Hentz), and will most certainly result in an honor duel. A duel with not only the person you are speaking to, but to any other Yazirian who might be in earshot. And as a bit of spice to that tasty cake of wisdom, if you happen to survive the (doubtless) multiple honor duels you will undertake, you will most certainly have the (iffy) authorities to deal with as well afterwards. Remember: the prisons of Athor are dark, deep, and full of "accidents." You've been warned.

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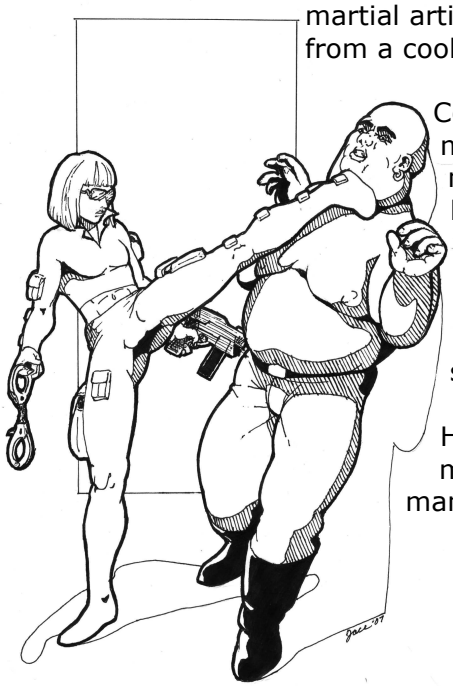
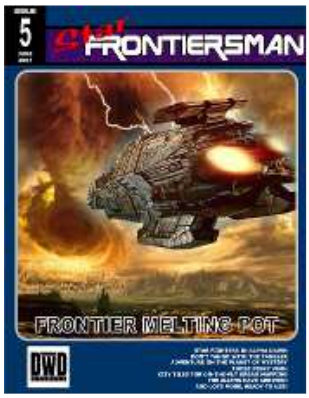
This issue introduces and expands of the Star Frontiers martial arts skill. For each level of this skill a character gains a new maneuver. There are enough maneuvers that each a martial artist isn't made from a cookie cutter.



Coupled with melee skill a military PSA becomes a tool of personal in-your-face combat specialist.

Here's one of my favorite maneuvers.

Insanely Cool Moves: The character uses up one of his attacks in order to perform acts of such an impressive nature that anyone who witnessed it (successful or otherwise) and lives to tell the tale will talk of what they just witnessed. This maneuver is foolish to use against a truly equal opponent – but against someone you're truly superior to – *why not look cool while giving him a beating?*



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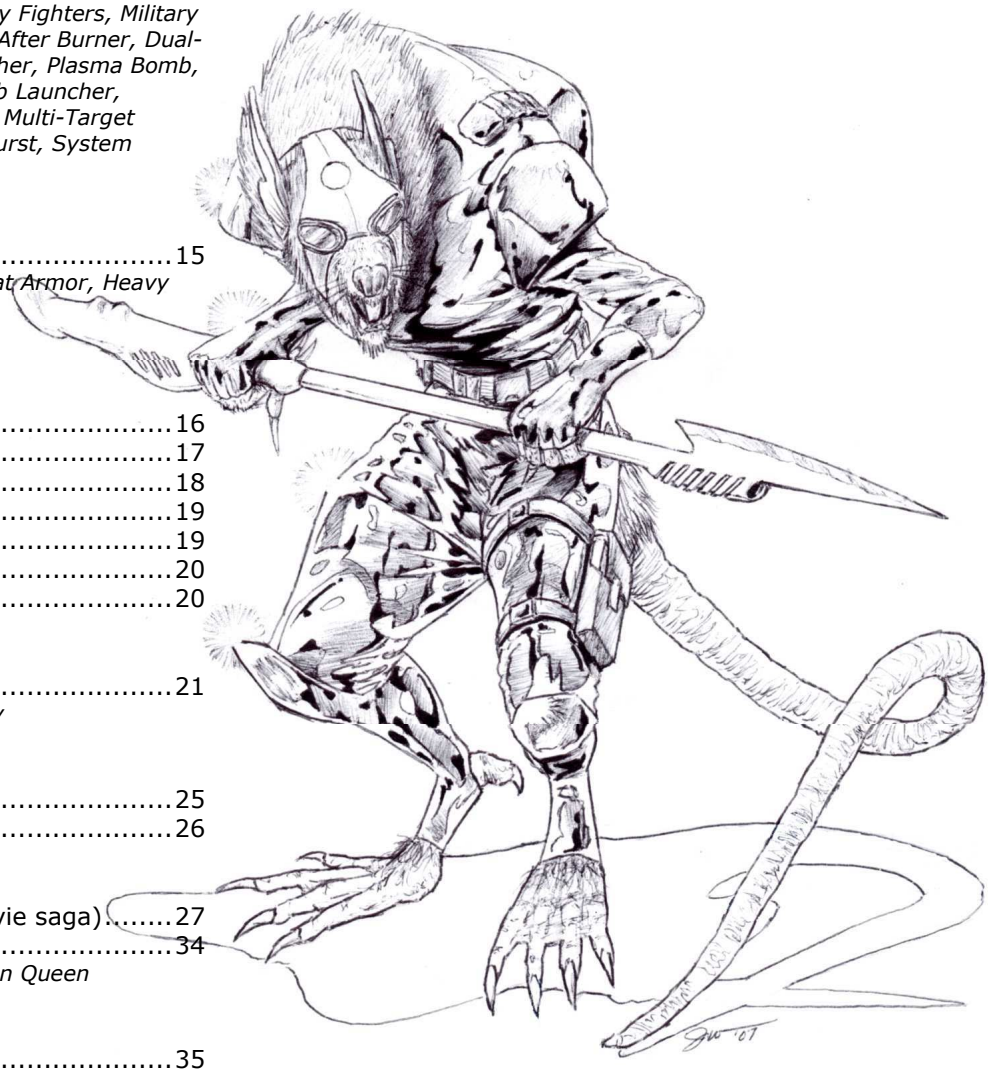
The Vimh are scavenging mammalian creatures found throughout the frontier. Even the casual observer can see their rodentia ancestry. Each of the major frontier races has their own name for the race, usually quite derogatory in nature. The human term, 'ratling' is one of the least offensive terms, although they prefer to call themselves 'Vimh' (both singular and plural). Although not a proper scientific classification, Rodentia-Sapiens is the term that civil rights minded individuals have termed the Vimh.



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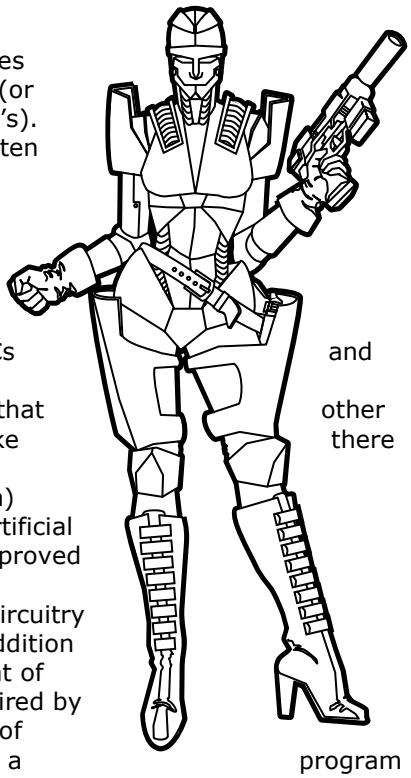

This issue introduces playing robot PC's (or using them as NPC's). Future articles written by C. J. Williams expand on playing robots as characters, see Issue 13.

"Sentient Robot PCs and NPCs have a new "special program" that other robots lack (just like there are attack/defense programs and such) called Improved Artificial Intelligence (or Improved AI). This program includes complex circuitry and hardware in addition to the huge amount of programming required by such a large piece of firmware. It is not a program found commonly in the Frontier. It's a rare and powerful program that includes a great deal of added technology that is cutting edge, created in unique labs here and there throughout the Frontier."

Buying & Selling provides a structure for haggling and taxation of items found in the frontier. In addition it includes age, quality and availability of these items.

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Gorlians are large (8 feet tall, or about 2.5 meters) mammals. They are muscular bipeds, with powerful arms and legs. They have thickly padded hands, each with four fingers and a thumb. Their feet are large and padded, ending in five clawed toes. Their torsos are wide and muscular. Gorlians have bullish facial features, with a short snout, and small horns projecting from their foreheads. Short, course fur covers most of their bodies, with color ranging from light brown for females to dark black for males. Males are generally slightly larger than females.

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Prime 1 Mercs, OE Careers, Bionical Engineering and the Robotic Prosthetic, Truce Accepted

This issue introduces a new skill system for Alpha Dawn. It use is widespread among the Star Frontiers community.

Glak Freebourne of the Kuegla clan plays a laser rifle as well as his mandolin. Glak is carrying his family's sword Steel Shock. This electric sword has been handed down for seven generations.

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Wartech Industries Heavy Gyrojet Rifle, End Game, Work From Home, RiskCo High-Risk Paramilitary Operations, Veteran Mercenaries Needed!

When you need stopping power consider the Heavy Gyrojet Rifle.

Caliber: 25mm
Type: semiautomatic, clip fed
Cost: 2,000 Cr (10 shot clip, cost: 50 Cr)
Overall length: .9 meters
Weight: 5.5 kg
Damage: 8d10 impact (40 structural). 6d10 6 meter area burst.
Ammo: 10 shots
Rate: 2
Defense: Inertia
Range: -/5/75/150/500 (700)
Skill: Gyrojet

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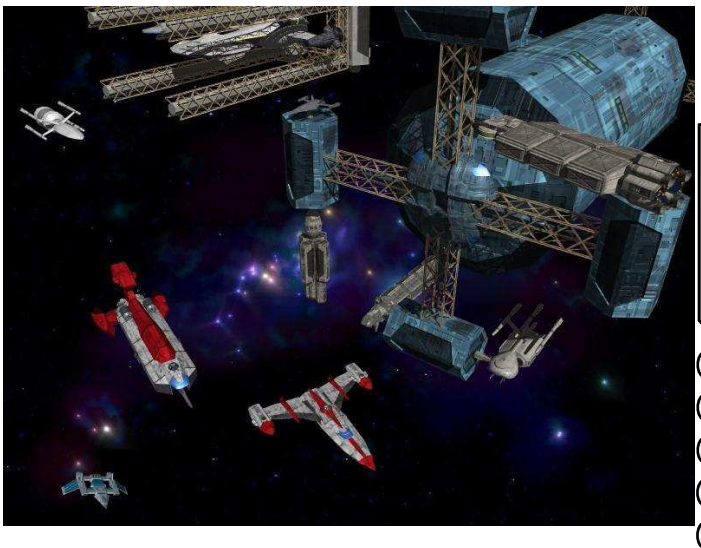
Prime 1 Mercs Apology, Estate Sale, Join the Star Fighter Corps!

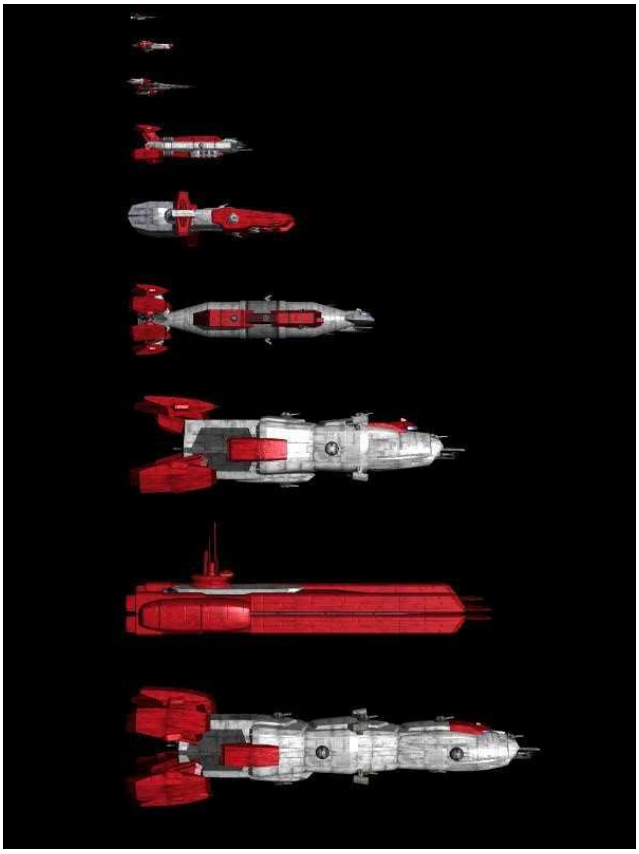
This issue introduces new rules for building Knight Hawks spaceships. It includes payload costs and quantity allowing ship to carry massive amounts of ammo. Battleships are no longer limited to 8 torpedos, why not carry 200?

The system uses "easy math" by calculating the available MHS (minimum hull size) points. A table is provided to equip your ship right down to the water tanks needed for masking screens!

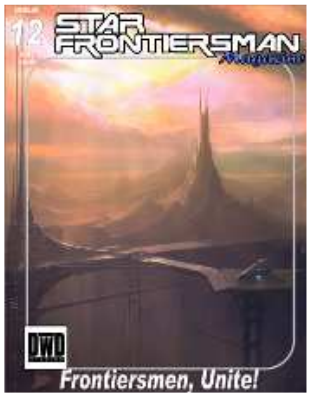
Recent events at a starship construction facility have brought a UPF patrol.



UPF ORDER OF BATTLE



A complete list of ship classes and names is provide in this issue.



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Holo-You, Frontier Zoo, Battle Rage vs Coke Machine, Shadow Shack, Groko Lives! Tangler Gun Recall, Parriah Eliminations, Missing Cybot

"Yess shalslss fights another daz"

Ever wonder what a Ifshnit looks like? C.J. Williams put on the investigation hat and revisited Kim Eastlands article.

Chris Harper captured specs (don't ask us how) for the yazirian triple barrel gyrojet rifle from an unknown source and published them via a secret location via subspace.

Enjoy!

Already debating among themselves a commune of dralasites are getting ready for the Great Debate. Showtime 0430 GST via subspace 919382923838292923.

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Star Frontiers Original Ad, Dralasite Slow-Go Juice, Pan-Galactic Credit, Doc McGee's Spirits and Elixirs, New Wolfe Enterprises, Pet suits

A dralasite and yazirian have spotted the parties quarry, a wind gust hits the side of the aircar and flops the dralasites arm over his head. The vrusk points out, "There is a 23.6 percent probability a 15 SEU shot will disable the forward thruster, anymore would crack the parabattery housing causing the ship to plummet 1,321 meters to the ground."

A yazirian (or human, you're not sure) enables a holo-field before you eyes. Is that a real laser pistol?

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